

NXTLVL INTERACTIVE, LLC - Traditional 120 Minute Movie

The 120 minute movie is controversial. Some schools of thought teach that over 100 minutes there's an opportunity to operate outside of the traditional 3-act structure. Here at NXTLVL we encourage our development team to STAY within the 3 ACT structure whilst utilizing the extra pages to further communicate auxiliary details and subplots that are essential to the inevitable climax.

This traditional beat sheet outlines the key plot points and structure of a 120 minute movie. This format is commonly used in the industry as a guide to crafting compelling storytelling. KEEP IN MIND this is not the only way to achieve your vision, however it is crucial to fully understand the rules, before deciding to break them.

1. Opening (10 minutes):

- Introduce the main characters and their world.
- Establish the protagonist's ordinary life and their goals/desires.
- Set the tone and mood of the movie.

2. Inciting Incident (10-15 minutes):

- An event occurs that disrupts the protagonist's ordinary life.
- The inciting incident sets the main story in motion and sparks the protagonist's journey.

3. First Act Turning Point (20-25 minutes):

- The protagonist is forced to make a decision or take action in response to the inciting incident.
- This decision propels the protagonist into the main conflict and introduces the main story goal.

4. Rising Action (30-45 minutes):

- The protagonist encounters challenges, obstacles, and opponents.
- New information is revealed, and the stakes are raised.
- The protagonist's determination and commitment are tested.

5. Midpoint (45-60 minutes):

- A significant event or realization that shifts the direction of the story.
- The protagonist makes a major discovery or undergoes a transformation.

6. Low Point (60-70 minutes):

- The protagonist faces a setback or major obstacle, leading to a moment of doubt or failure.
- All hope seems lost, and the situation appears dire.

7. Second Act Turning Point (70-80 minutes):

- A new piece of information or event that propels the story towards the climax.
- The protagonist finds renewed determination or a new plan to confront the main conflict.

8. Rising Action (continued) (80-100 minutes):

- The protagonist regains strength and prepares for the final confrontation.
- Final pieces of the puzzle come together, leading to the climax.

9. Climax (100-110 minutes):

- The highest point of tension and conflict in the story.
- The protagonist confronts the main obstacle or antagonist head-on.
- The main story goal is achieved, or a significant turning point occurs.

10. Falling Action (110-115 minutes):

- Tie up loose ends and resolve remaining subplots.
- Provide closure for the characters and their arcs.

11. Closing Scene (115-120 minutes):

- The final scene that leaves the audience with a lasting impression.
- This scene may show the aftermath of the climax and hint at the characters' future.

Timing can vary slightly, but this beat sheet provides a general structure for a 120 minute movie. Adapt it to suit the needs of your specific show and storyline. Keep in mind that this is just a general guide, and the beat sheet can be adjusted to suit the specific needs and genre.